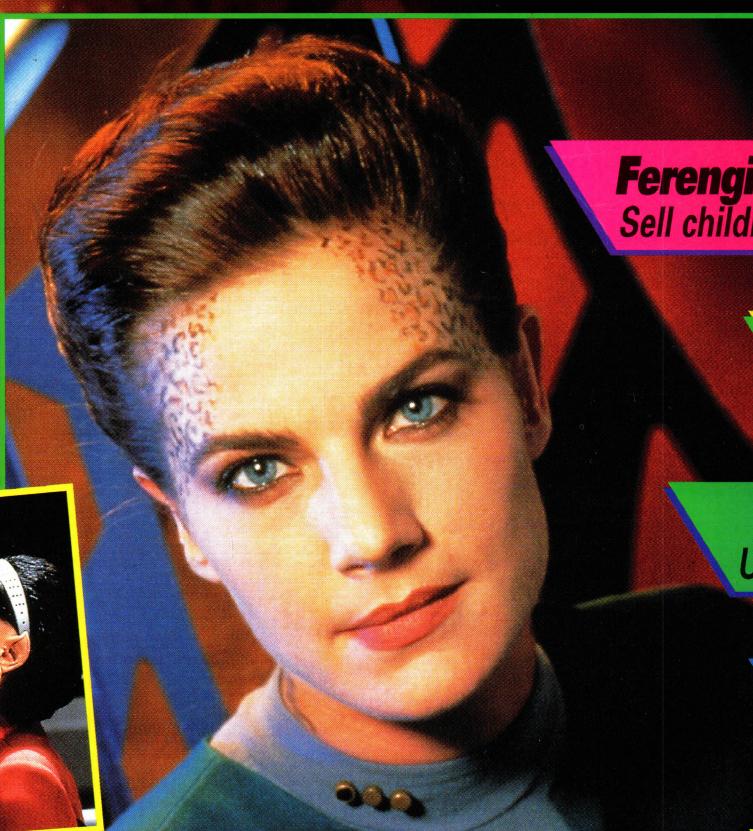
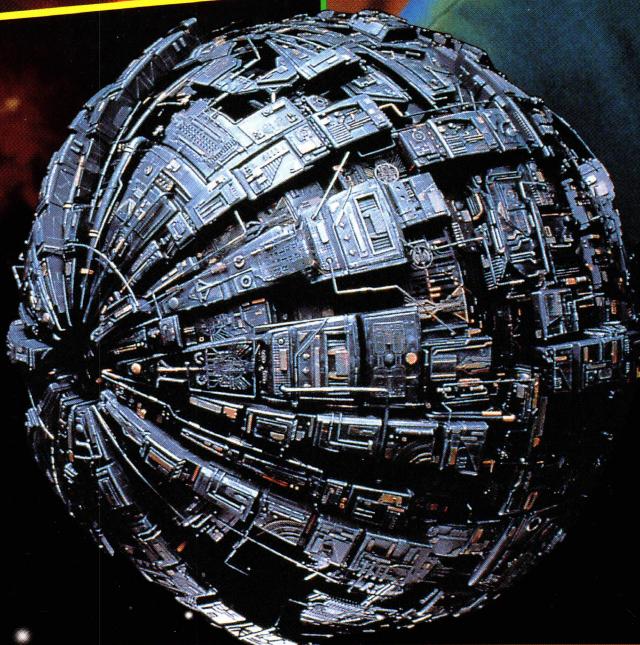
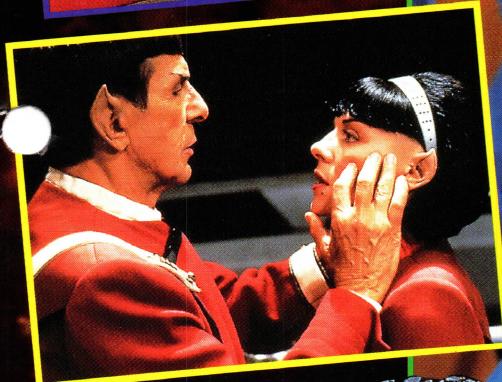
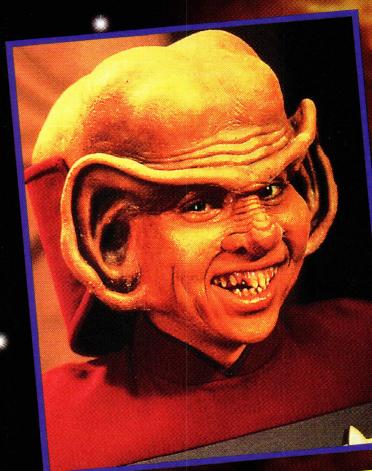


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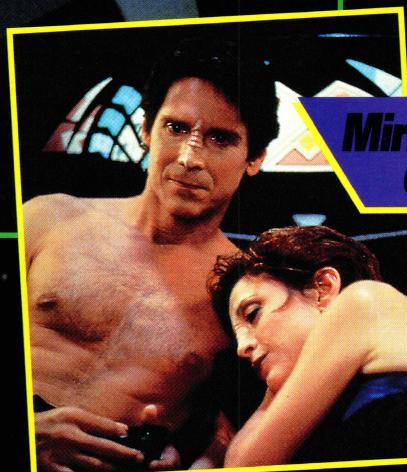


Dax and Romance
Love through many lives

Astrometrics Lab
Upgrading the U.S.S. VOYAGER

Varon-T Disruptor
Banned by the Federation

Lt. Valeris: Traitor
Conspiring against peace



Mirror Universe Bareil
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Under attack from the BORG SPHERE
Traveling through time to change the past

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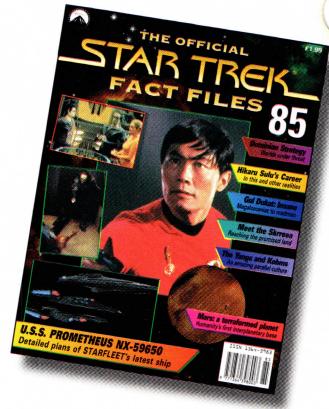
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The Guide to the STAR TREK Galaxy

FILE 18**CARD 2E**OTHER GROUPS
AND RACESOTHER GROUPS
AND RACES

THE LAST DAYS OF THE MAQUIS

The final, shattering attacks by the Dominion's Jem'Hadar on the renegades and freedom fighters of the Maquis are brutal and harsh. But the spirits of the Maquis are forged in the fire of Cardassian oppression, and they will not go down without a fight.

In 2372, the **Maquis** almost turn the tide in their battle against the **Cardassians**. The daring rebels develop a new breed of selective **biogenic weapons**, planned to render settlements within the **Demilitarized Zone** uninhabitable by Cardassians; only a decidedly unconventional maneuver by **Starfleet Captain Benjamin Sisko** thwarts their plan. The Maquis leader, the turncoat Starfleet officer **Michael**

Eddington, is arrested and taken into **Federation** custody, but the lengths to which the Maquis will go in order to achieve their goals have been clearly established, leaving no one in any doubt that they are a formidable enemy.

Unexpected allies

Later, when the **Klingons** attack **Cardassia**, the Maquis unexpectedly find themselves with a new ally. Perhaps admiring the rebels' fighting spirit, the **Klingons** provide military

▼ **Fighting side by side, Michael Eddington and Captain Benjamin Sisko put aside their differences and their personal battles to engage their mutual enemy, the deadly Jem'Hadar.**



▲ **Michael Eddington is reunited with his Maquis allies on Athos IV, but they still need to fight their way through hordes of Jem'Hadar soldiers who have surrounded the facility.**

on opposing sides.

And yet, from being poised on the edge of victory, within a period of days the Maquis find themselves facing extinction, both as an organization and a people. The last days of the Maquis come not at the hands of their mortal enemies the Cardassians, but from the deadly assault forces of the Dominion, the dreaded **Jem'Hadar**.

Ruthless attacks

The Cardassians intend nothing short of extinction for the Maquis. For too long the rebels have been a problem to the **Cardassian Central Command**, destroying their supply ships and attacking their military bases within the Demilitarized Zone. They have created unrest among the citizens of **Cardassia Prime**, and have threatened the stability of the military-controlled government.

But after the Cardassians align with the Dominion, the joint forces of the Jem'Hadar and Cardassia are successful in totally wiping out all Maquis

COUNTERSTRIKE

Help from unexpected sources

The Klingons give the Maquis cloaking devices, expecting them to be used on Maquis ships, but an intercepted message suggests a far more sinister use: the Maquis may have mounted the cloaking devices on missiles containing tricobalt explosives, biogenic weapons, and even antimatter warheads. These cloaked missiles are thought to be aimed at Cardassia, and with the planet under Dominion protection,

the attack could spark off a massive counterstrike against the Klingons and the Federation. The weapons must be stopped, and Captain Sisko turns to the only person who can possibly help him: Michael Eddington, who is being held on a Federation starbase. Sisko has no idea that there are no missiles, and that this is all a plan to evacuate the Maquis from a hidden base deep inside the Badlands.

▼ **During the Klingons' conflict with the Cardassians, they arm the Maquis with Klingon weapons such as disruptor pistols. They also provide cloaking devices, which the Maquis appear to have put to deadly use.**



The Guide to the STAR TREK Galaxy

FILE 18

CARD 2E

OTHER GROUPS
AND RACES

THE LAST DAYS OF THE MAQUIS



OTHER GROUPS
AND RACES

secret underground Maquis base that is designed as a final fallback position. Unfortunately, it is discovered by the Jem'Hadar; a mere three days later, most of the Maquis are killed and the rest are taken prisoner. This

is a particularly cruel blow for the Maquis; until the alliance with the Dominion, the Cardassian Union was falling into chaos. The Maquis were looking forward to victory, and planned to declare the Maquis colonies an

independent nation.

The Jem'Hadar's arrival on Athos IV would undoubtedly have marked the final annihilation of the Maquis if not for a message broadcast by the survivors and picked up by the Klingons. The message suggests the Maquis are planning an attack on Cardassia itself. The cloaked missiles would kill millions of Cardassian citizens; Cardassia would demand revenge, backed up by the Dominion, and the death toll would reach billions. The Federation have to stop this reckless, revenge-driven attack, and in order to do so, Sisko enlists the help of the only man he can turn to who may be able to stop the missiles: his old nemesis Michael Eddington.

Cunning plan

But, as Sisko soon discovers, this is all an elaborate plot. There are no missiles; the message is a way of letting Eddington know that the Maquis have reached their fallback base. Perhaps luckily for the Maquis, it also ensures that Sisko arrives with Eddington to evacuate them, although if the Federation had known the truth, they could have

GALAXY FACTS

► Michael Eddington believes that the Maquis suffer such terrible losses to the Jem'Hadar because he is not there to lead them during the Dominion's attacks.

► The Jem'Hadar kill most of the Maquis they find on Athos IV, but keep the leaders alive. They plan to make a present of them to the Cardassian government.

brought more rescue troops; for all their past differences, Starfleet would not have left the Maquis to die. All of the last surviving Maquis members are rescued, but Eddington gives his life to enable the others to escape.

Sisko, who has pursued Eddington as a traitor to Starfleet, now remembers him not as a renegade or an enemy, but as "perhaps the most honorable man I ever knew." Eddington died for the dream he believed in.

Looking out at the distant starscape, Sisko hopes that there may be a few Maquis still alive out there somewhere in the Badlands, hiding from the Dominion and biding their time. The Starfleet captain wonders if the last days of the Maquis are still to come.



► Eddington knows his comrades will not make it off Athos IV unless someone gives them cover. He sacrifices his life to ensure that everyone escapes.

▼ The combined forces of the Dominion and the Cardassian Union prove too much for the Maquis. Most are wiped out in a matter of days.



▼ Chakotay and Torres contemplate the grim news from the Alpha Quadrant. Most of the U.S.S. VOYAGER crew receive letters from loved ones, but they hear of their friends' deaths.



► Michael Eddington's Maquis allies, including his wife Rebecca, concoct the missile story as a way of letting him know they have reached the Athos IV base.

► The Dominion's deadly shock troops, the Jem'Hadar, are enlisted by the Cardassians to hunt down and exterminate the remaining Maquis freedom fighters. The aliens are perfectly suited to the task and soon succeed.

activity in the **Badlands** in a matter of days.

Among those killed in skirmishes is **Calvin Hudson**, a former Starfleet commander and special attaché to Federation colonies in the DMZ; he was a founding member of the Maquis. With his death, and the capture by Starfleet of their leader, Michael Eddington, the Maquis become divided, with each splinter group battling on its own against overwhelming odds.

Those few Maquis who do survive the relentless Jem'Hadar attacks seek refuge on **Athos IV**, a barren and remote planet located deep in the **Badlands**.

Athos IV contains a

SAD NEWS

Death of old friends

Far from the conflicts of the Alpha Quadrant, some former Maquis are now crew members aboard the **U.S.S. Voyager** NCC-74656. Ironically, they have no experience of the Dominion and have no idea of the hardships their former allies are suffering until Starfleet is alerted to *Voyager's* predicament. In 2374, for the first time in years, the crew receive messages from home. But the news that greets *Voyager's* Maquis crew members is grim; the rebels have been obliterated and most of their friends are now dead.



The Guide to the STAR TREK Galaxy

FILE 18 CARD 78



OTHER GROUPS
AND RACES

THE J'NAII

OTHER GROUPS
AND RACES

A technically advanced people, with a strong respect for their homeworld's ecology, the genderless J'naii live in what seems to be an open, intelligent society. But they hold strong taboos that frown on any sexual feelings or expression.

The J'naii are an homogeneous race with similarities that go way beyond their uniform dress. They place a high premium on normalcy, and those who are different are quickly brought into line. They are a genderless society, and have no tolerance for those who lean toward either a male or female sexual identity; anyone exhibiting a gender preference is quickly subjected to **psychotectic therapy** and 'cured'.

The J'naii homeworld is lush with flowering plants and many other varieties of vegetation. Two notable plants are the **menellen tree**, which has leaves that turn white and then blue in cold weather, and the **falla bush**, which yields a flower with a beautiful aroma on just one day of the year. The J'naii truly appreciate the beauty of their world.

J'naii technology is on a par with that of the **Federation**, and they utilize many similar systems.

Their pilots and technicians

are as highly skilled as those in **Starfleet**. Their shuttles are equipped with a unique backup system that is **plestorene**-based, and can maintain life support for as much as 10 days without power.

Culture and society

The androgynous J'naii look very much alike. They wear their hair short, revealing their ridged foreheads, and typical clothing is a one piece outfit in neutral tones; there are few variations in style.

► *The J'naii favor one-piece clothing covering all but their head and hands; their short hair exposes raised cranial ridges on their foreheads.*

▼ *The J'naii are a highly social people, and despite their rather bland style of dress, they enjoy dancing and perform at many gatherings; the taller J'naii takes the lead.*



LOVE FORBIDDEN

Alternative reproduction

The J'naii have evolved beyond the physical need for two distinct sexes into a sexless neuter form. They do not become pregnant and give birth; rather, a fibrous husk is impregnated with genetic material from both parents, and the fetus 'hatches' after a gestation period. The use of incubators precludes the need for any sexual contact between J'naii, and local cultures and laws suppress the

concept of gender differentiation. However, some J'naii, labeled as 'throwbacks', do express a gender type and actively seek others of their race who feel the same way; J'naii culture views these 'deviants' as flawed and ill. After discovery, gender-differentiated J'naii are given psychotectic therapy, a process that removes any trace of sexual leanings or intergender attraction.



Designation	J'naii homeworld
Class	M
Quadrant	Alpha
Inhabitants	Humanoid
Government	Ruled by a tribunal-based council system. Standard gravity.
Environment	The J'naii's world has a well preserved ecosystem; local buildings are built to blend in with the surroundings with as little impact as possible. Their advanced technology maintains clean power sources and industry.
Features	Gender preference among natives is strictly forbidden.
Laws	Gender preference among natives is strictly forbidden.
Starship log	STAR TREK: The Next Generation 'The Outcast'

► *The J'naii homeworld is made up of several large continents and major oceans; much of the land mass not occupied by cities and industry is given over to the native flora and fauna.*

OTHER CARDS IN THIS FILE...

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CHARTING THE GALAXY.....File 3

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GALAXY FACTS

- J'naii technology is on a level comparable with that of Starfleet and the Federation.
- The J'naii seek the help of the Federation when one of their ships, the *Taris Murn*, is lost.
- Riker's romantic liaison with the J'naii pilot Soren almost leads to an interplanetary diplomatic incident with the United Federation of Planets.

The J'naii mating ritual is a lengthy and exceedingly pleasurable process that varies with the imagination of the participants, and culminates in insemination by both parents. The resulting fetus is incubated

J'naii society places a high value on normality and uniformity. Any kind of individual expression, especially gender-related, is harshly criticized and suppressed.



The Guide to the STAR TREK Galaxy

FILE 18 CARD 78

THE J'NAII

OTHER GROUPS AND RACES



OTHER GROUPS AND RACES

Riker finds himself attracted to the outspoken J'naii pilot Soren, who exhibits female gender orientation. Heedless of the local laws and taboos, the couple become romantically involved during their mission.

in a fibrous husk, but its actual origin is undisclosed; the physiology of the J'naii sexual apparatus is a mystery.

Sexual politics

Early in the history of the J'naii there were two sexes. This was considered to be a very primitive phase in their evolutionary process, and they believe that their development into an androgynous race constitutes a much higher form of being. They now treat those who exhibit these 'primitive' tendencies as sick and in need of therapy. Considered a throwback to this early era, gender-identified individuals

face scorn and derision; children exhibiting a sexual preference are teased and beaten by their classmates.

If a J'naii is suspected of being gender-identified, they are summarily brought before a tribunal in a proceeding closed to outsiders but attended by the locals. Those who renounce their feelings are treated; those who don't may also receive criminal charges. Psychotectic therapy erases any evidence of gender from their minds, and they are reintegrated into society; the treatments are administered immediately. The J'naii consider themselves to be an



enlightened race, and are unable or unwilling to see their treatment of the gender-identified as repressive or prejudiced. They feel they are extending help to those who are ill, to enable them to successfully return to society. Once treated, those formerly gender-identified appear happy, and express no remorse at the loss of the life they had before.

J'naii society believes that all their members want nothing more than to be normal. All efforts to heal those who deviate is seen as fulfilling their obligation to care for their sick; those that are helped claim they

are grateful.

But there are some J'naii who manage to guard their secret longing. They live clandestine lives, furtively seeking others with whom to have a relationship, ever fearful of discovery. Many realize they are different very early in life, and soon recognize the danger of revealing their true nature. They are not interested in 'help,' or a cure. Their feelings do not seem unnatural or abnormal to them, and it is hard for them to understand why their mere existence poses such a threat to society.

Secret lives

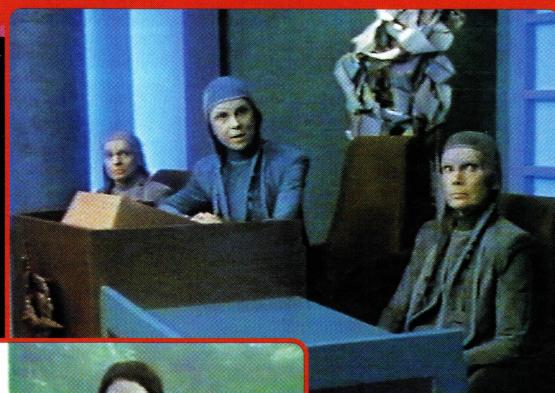
On Stardate 45614.6, the J'naii contact the *U.S.S. Enterprise NCC-1701-D* when one of their shuttlecraft disappears. During the search,

Commander William Riker works with **Soren**, who becomes attracted to him. The feelings between them are quickly perceived by Soren's superior, and Soren is promptly brought before a tribunal. Riker tries to take the blame, but Soren cannot bear to live a lie, and freely confesses the persecution the gender-identified J'naii suffer. But Soren's pleas fall on deaf ears; the young J'naii is taken away and undergoes psychotectic therapy before Riker can intervene. Afterward, Soren feels nothing for him.

ON TRIAL

Rules are rules

When *U.S.S. Enterprise* officer Commander William Riker becomes romantically involved with the J'naii pilot Soren, a clash of cultures occurs. Soren's gender leanings are noticed by Krite, a supervisor, who makes a report to the J'naii tribunal. Taken to court to answer for the crime, Soren's trial is closed to outsiders, but, despite this, Riker enters and attempts to accept responsibility for the events. However, Soren makes an impassioned plea for the right to choose 'her' own gender, and for the J'naii to cease their repression of the gender-identified. By the time Riker returns, intending to take Soren away aboard the *Enterprise*, his lover has already been given the psychotectic treatments. The young J'naii's female leanings have been completely erased.



The tribunal comes together to hear the accusations against Soren and decides on an eventual fate – psychotectic therapy.

Soren argues against the J'naii's suppression, and for 'her' right to exhibit a female gender.



THE
FERENGI
ALLIANCE

The Guide to the STAR TREK Galaxy

FILE 14

CARD 8



THE
FERENGI
ALLIANCE

FERENGI CHILDHOOD AND THE ATTAINMENT CEREMONY

According to Ferengi tradition, only male offspring can earn profit. Girls grow up learning how to be subservient to the males, while boys are encouraged to have a hands-on, business oriented education.

A traditional male Ferengi childhood begins with a solid business-minded education. The earlier a child learns about the intricacies of making profit, the better off he will be later in life. Much of a Ferengi's initial education takes place in the home, where his father will teach him the **Rules of Acquisition**. Females are forbidden to quote from the Rules or to carry on any business dealings, so a mother's role in the profit-making aspect of her son's education is minimal. A mother is subservient to her male offspring.

As soon as they are able, Ferengi boys follow a work-study approach to their education, rather than a for-

mal classroom system. The more varied the teachings the better, as it enhances profit-making potential. In true Ferengi style, the areas studied are mainly business and economic fields.

Vocational training

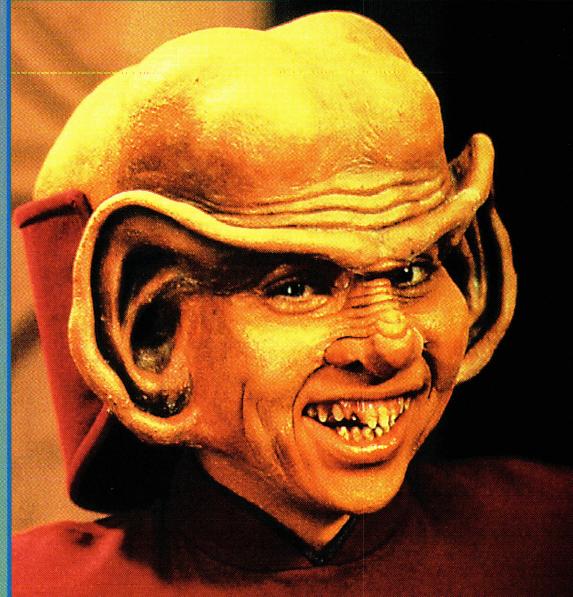
Ferengi do not have a high regard for too much academic study, as they believe an education should focus on, and be limited to, those subjects that will provide a profit margin in future dealings. Areas that are 'warm and fuzzy', such as biology and ecology, only reduce the killer instinct in a negotiation.

Males learn quickly in the cutthroat competition of Ferengi commerce and if the student succeeds in this stage of his education, he graduates. For a race

that lives by the dictum that profit is power, and without it you are nothing, this stage sets the groundwork for the rest of their lives.

Ferengi boys are not encouraged to spend their after-school time in idle pursuits, such as playing games, unless those games are focused on learning how to acquire profit. Most boys are expected to assist in the family business; hard work and low pay are considered a Ferengi's incentive to work harder to become his own boss, and exploit his own employees.

Like many races, the Ferengi practice a coming of age rite, known as the **Attainment Ceremony**; it is a communal event, experienced by every young Ferengi male. This



Young Ferengi such as Nog can recite the Rules of Acquisition at an early age. Their education is geared toward learning ways to make profit.

is considered the time to put away childhood things and get on with the business of being an adult. The moment he crosses into adulthood is considered one of the most important points in a young Ferengi's

life. Ferengi females do not undergo this ceremony.

Ferengi by-laws (specifically section 105, sub-paragraph 10) offer strict guidelines concerning post-Attainment Ceremony protocols. This by-law

A NEW ERA

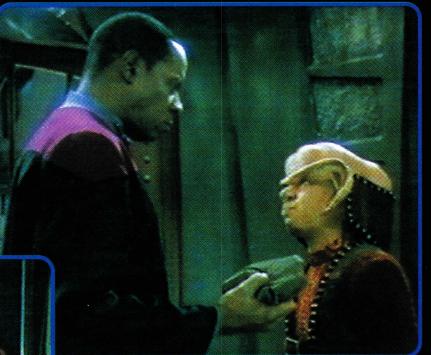
Willing apprentice

Nog was born a Ferengi, but his exposure to the human world of the Federation leads him on an unexpected path. Nog forsakes the typical Ferengi vocations and chooses to take the entrance examination to Starfleet Academy; he wants Captain Sisko to sponsor him, and in true Ferengi tradition, he offers Sisko latinum in exchange - Ferengi youths buy themselves apprenticeships as their first step on the road to making their own profit.

Nog's Uncle Quark is appalled at the idea of a Ferengi in Starfleet, and attempts to sabotage his efforts, but the young Ferengi passes and is selected as a new cadet.



Nog wants Sisko to sponsor him for the Academy, and offers him latinum. This is a Ferengi tradition; young Ferengi use their savings to buy their first apprenticeship.



Nog's childhood has been unconventional, and he is now old enough to make his own decisions. Unlike many Ferengi children, he has had the chance to experience other ways of life, and has learned values other than making profit and latinum.

Nog has spent most of his life watching his father try, and fail, to make a profit, and has no desire to follow in Rom's footsteps. Starfleet offers no financial rewards, but it promises young Nog a more fulfilling future.



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FILE 14

CARD 8



THE
FERENGI
ALLIANCE



THE
FERENGI
ALLIANCE

FERENGI FACTS

In 2369, Odo catches Nog stealing. At this stage in his life, his values are entirely Ferengi and the Ferengi see nothing wrong in stealing – if you can get away with it.

Nog soon makes friends with young Jake Sisko. They often explore each other's culture, such as forming a Ferengi-style business consortium. In return, Jake teaches Nog to read and write.

ing when necessary. When he is eventually caught in the act of trying to break into the station's assay office by the new commander, **Benjamin Sisko**, Nog is sentenced to attend school. Exposed to both Ferengi and human values, Nog has an interesting, if not confusing, journey through his teenage years.

Typically, the Ferengi have a fervor for learning about profit. For this reason, Nog's uncle **Quark** and his father Rom both object to him attending classes in **Keiko O'Brien**'s new classroom on *Deep Space Nine*, feeling that Keiko's teachings may focus on social sciences rather than the necessities of profit making.

Perhaps partly due to his unusual circumstances, but mainly because of witnessing his own father's fruitless struggles to be a successful businessman, Nog is willing to break Ferengi tradition by joining **Starfleet**. He is determined to do something with his life, something he feels his father failed to do.

Following his Attainment Ceremony, and soon after his application to Starfleet Academy is accepted, Nog sells off his childhood possessions. Nog does not need latum to attend the Academy, but he is still Ferengi enough to want to

participate in this traditional coming of age ritual. He later leaves home, as Ferengi males have for generations to begin their new lives, but Nog's upbringing means he is unlikely to ever completely forsake the Rules of Acquisition.

When Nog departs *Deep Space Nine* to journey to Earth and begin his Starfleet training, he is following a path that virtually every young Ferengi male has pursued for centuries. He has passed the Ferengi Attainment Ceremony, which marks the crucial boundary between childhood and adulthood, and though his future may not be lined with latum, the experiences he gains will be just as valuable.

No matter what future they choose, Ferengi males, from lobeling to young adult, will always retain the almost innate sense to make a profit.

FERENGI CHILDHOOD AND THE ATTAINMENT CEREMONY

Nog soon makes friends with young Jake Sisko. They often explore each other's culture, such as forming a Ferengi-style business consortium. In return, Jake teaches Nog to read and write.



states that, upon reaching adulthood, Ferengi males must purchase an apprenticeship from a suitable role-model. This apprenticeship is usually purchased using the young male's **latum** savings.

Not long after the Attainment Ceremony, the young Ferengi adult sells off his childhood possessions, including valuable collectibles, in a grand bazaar. This ritual has two purposes: first, by expunging themselves of childish things, the young Ferengi prepare themselves for a new lifestyle, and secondly, the profit from the sale provides the money needed to set themselves up in business.

Again, the expectation of working as an apprentice in a profitable venture is a young Ferengi male's key

to life; he will dream of the moment when he will participate in his first profit-making negotiation as an adult Ferengi. Hopefully, by this stage, he will know better than to do foolish things such as romance the boss's daughter, or fall in love with his wife, but, just in case, he has the Rules of Acquisition to remind him.

Different for females

Ferengi girls meet a very different challenge upon coming of age. They become chattel for their father's negotiations; if they are considered of value to another Ferengi male who is making a deal with their father, they might be thrown into the bargain. Their seductive powers are

often used to swindle a Ferengi male's entire life's profits, through marriage contracts negotiated by their fathers – Ferengi females are not allowed to talk to strangers.

Away from home

Even away from Ferenginar, the childhood of most Ferengi follows a traditional path. Growing up on the frontier of **Federation** space, the young Ferengi **Nog**, son of **Rom**, spends his childhood years on the space station **Terok Nor**, later known as **Deep Space Nine**. Nog's upbringing on the station, particularly under the Cardassians, sees him grow to be a streetwise kid who is not averse to stealing

BOY TO MAN

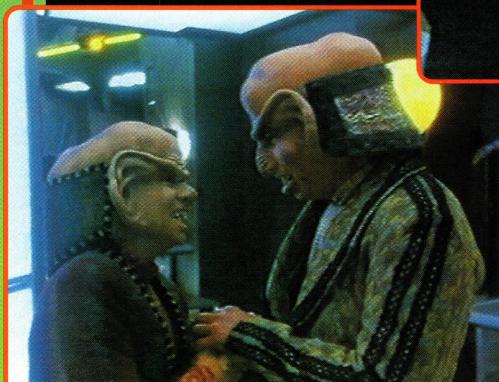
Buying a new life

Nog sells his favorite tooth sharpener to Worf and his favorite holosuite program, 'A Visit with the Pleasure Goddess of Rixx,' to Dax, who wants it as a present for Dr. Bashir. He is reluctant to part with it, but knows he probably won't have time to enjoy it while he is at the Academy.



Jadzia Dax buys Nog's favorite holosuite program from him. He finds some possessions easier to part with than others, and this is one of the things he will miss most.

Rom is extremely proud of his son, even though he will make no profit in Starfleet.



As a young Ferengi, Nog is expected to spend his spare time working for his uncle Quark. His pay is low, but he may one day inherit the bar.

FILE 38 THE BORG FLEET



The Borg Sphere

The **Borg sphere** is a highly specialized, multi-purpose craft. It can be used as an escape pod and attack vessel, but its unique ability to create a temporal vortex can also alter the course of history.

During the **Federation's** second major conflict with the **Borg collective** in 2373, this deadly enemy comes up with a surprise no one has anticipated. Previous encounters with the **Borg** have shown them to be predominantly adaptive in their technology, assimilating new hardware and data in order to add it to their own. But what happens just before the destruction of the **Borg cube** from the coordinated bombardment of an apparently non-vital area – identified by **Captain Jean-Luc Picard** from his experiences under Borg control – is highly unexpected, and shows that the Borg have changed from being reactive to premeditated in their tactics.

Appearing from a central circular hatch on one side of the *cube*, the **Borg sphere** quickly

escapes from the doomed larger ship under its own power. Much smaller than the **Borg cube**, it is approximately 500 to 700 meters in diameter; one face of the *cube* is five kilometers square.

It is unclear just how many Borg make it to the **U.S.S. Enterprise NCC-1701-E** and how many are destroyed when the *sphere* explodes, making it difficult to assess the crew complement of the vessel. It would, however, appear that the **Borg Queen** is among those aboard the ship.

Metallic monster

In construction, the **Borg sphere** is very similar to the more familiar **Borg cube**. It has a dark metallic alloy outer hull that incompletely covers a partly open, sectional, glowing interior.



▲ The **BORG SPHERE**'s design enhances the effects of the built-in temporal vortex generators and their chronometric particle emissions.

Utilizing Borg electromagnetic forcefield technology, it is able to regulate and maintain the ideal Borg environment of 92 percent humidity, 31.9 degrees Celsius, at an atmosphere two kilopascals above the settings typically found on a **United Federation of Planets** ship. The *sphere* may follow the same pattern as the *cube* in that it employs a biocybernetic regulatory system that is directly linked into the collective, controlling the main power grid and the three subcommands of defence, communication and navigation.

At first, it appears that the *sphere*'s main function is for evacuation of some or all of the

THE BORG SPHERE

Type: Borg escape/attack ship.
Features: Capable of opening a temporal vortex, allowing it to travel through time.

Like the **BORG CUBE**, the **SPHERE** has no obvious bridge nor command center.

The **BORG SPHERE** has a temporal vortex generator which opens a rift in time that the vessel then enters.

The **SPHERE** creates a temporal wake that allows other ships to follow it backward or forward in time.

The Borg Sphere

► The SPHERE creates a temporal vortex. This opens in front of the vessel as a glowing ring of blue energy with a circumference only slightly wider than that of the SPHERE.



► The SPHERE heads toward Earth. Its crew intend to conquer the planet, and convert the human population into assimilated Borg drones before there is a Starfleet to oppose them.

crew. It is also possible that the *sphere* exists as a central headquarters for the Borg Queen inside the heavier protection of the larger *cube*.

Whatever its relationship to the *cube*, the *sphere* has a number of unique design

features, the most notable of which is that it is capable of generating **chronometric** particles that appear as a brilliant blue-white ring projected directly in front of the vessel. This may be the reason behind the spherical design; it is easier to fit a circular object into a round gateway and thus less energy is expended in creating areas of a temporal vortex that are simply not required, illustrating the Borg approach to functionality over aesthetics.

Temporal technology

By entering this temporal vortex, the *sphere* is able to travel back in time to April 4, 2063, the day before **Zefram Cochrane** successfully conducts his first warp drive flight in the **Phoenix**, an event that will result in Earth's first contact with a passing **Vulcan** ship, the **T'plana Hath**. By destroying the *Phoenix*, the Borg Queen hopes to prevent this meeting and completely change Federation history, assimilating Earth and making it a Borg world. As such, it is likely the *cube* is sacrificed in order to get the *sphere* close enough to Earth's orbit to make the whole process easier.

At first, the plan seems to have succeeded. **Data** monitors the population of Earth as having changed to "nine billion, all Borg." Only Picard's fast thinking in taking the *Enterprise* into the temporal wake trailing behind the *sphere* eventually leads to a Borg defeat, ensuring that history proceeds as it should.

The *sphere* also has another highly effective feature: a matter transportation system that can evade the internal sensors of another ship. The *Enterprise*'s shields are down, and long range sensors are off-line when it comes out of the temporal wake. The rest of the systems are functioning, but are still unable to detect an

undisclosed number of Borg beaming into Main Engineering on Deck 16, including the Queen. This also shows that the *Borg sphere* is capable of functioning perfectly even after emerging from temporal disruption, as seen when its fully operational weaponry is used to devastating effect upon Cochrane's launch facility in Montana. Its green-colored, highly explosive energy bolts bombard the surface of Earth and are launched from a rotating aspect, suggesting that the missiles are not delivered from a central point on the *sphere* but from a line of launchers along the circumference of its infrastructure.

Although the *sphere*'s firepower is formidable, it cannot withstand the same amount of damage as the *cube*. The *Enterprise* completely destroys the ship with a spread of four **quantum torpedoes**, a weapon deliberately engineered to defeat the Borg and originally used by the **U.S.S. Defiant**. But this apparent ease of destruction may be engineered by the Queen when she realizes that the *Enterprise* has followed her through time; while the Federation ship concentrates on destroying the *sphere*, the Queen transports over in order to use the **Starfleet** vessel for her plans.

Deadly adaptability

This temporal incursion has been corrected with no apparent lasting damage to the timeline, but it is unknown if any more *Borg spheres* exist. The one encountered by the *Enterprise* seems to have been a specific vessel created for this one purpose. Any future schemes the Borg may have could lead to yet more design variations in their vessels, and new challenges for Federation and Starfleet.

LAUNCH SEQUENCE

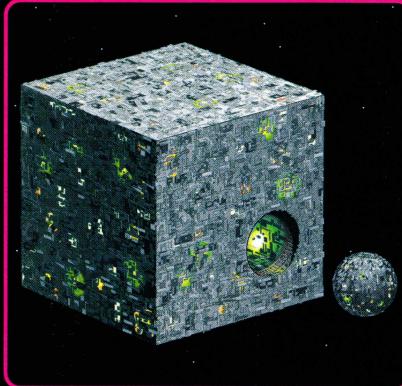
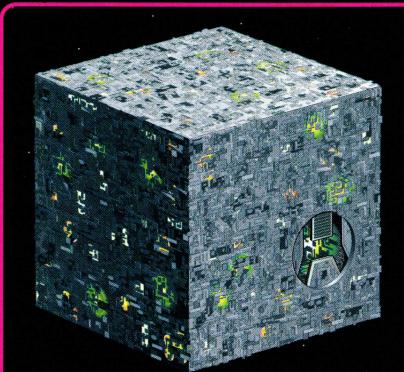
From cube to sphere

Concealed behind an undetected hatch, the *Borg sphere* can be ejected from the *cube* in a matter of seconds. The *sphere* fulfills several functions; it is an attack vessel, a timeship, and an escape craft, but which if any of these is its primary function is unknown. All Borg ships appear to be capable of traveling much faster than Federation vessels, and at least one has been able to open transwarp corridors, but this is the first vessel encountered by Starfleet that is able to travel through time. The exact mechanism that creates the temporal vortex is unknown; the few deliberate time jumps made by Starfleet vessels have drawn their energy from high gravity sources, but this does not seem to be the case for the *sphere*. Whatever power source is utilized, it seems to be generated by the *sphere* itself.



► The BORG CUBE is a large vessel with few apparent areas of differentiation. The surface shows no obvious openings nor hatches.

► When the BORG SPHERE is ready to launch, a circular hatch opens on one side of the BORG CUBE. It is unknown if this is the only such exit for the SPHERE.



► The BORG SPHERE shoots out at high speed. This may help to generate the vortex, or just ensure a speedy escape from the damaged CUBE.

► Once the SPHERE is away from the CUBE, the temporal vortex begins to open, creating a bright circle of light, through which the SPHERE passes.





Dax and Romance

Over many lifetimes, the Dax symbiont has had several marriages and countless lovers, and has produced nine children. Its current host, **Jadzia**, is married to a **Klingon**, her fellow Starfleet officer **Worf**.

The Dax symbiont has lived many lifetimes, and has had many intimate relationships, but perhaps the most unusual is the one between **Jadzia Dax** and the **Klingon Worf**.

Many of the symbiont's previous **Trill** hosts have been parents; Dax has had nine children. **Lela**, the first host, had a son named **Ahjess**; the second, **Tobin**, fathered **Raifi**. **Audrid**, the fourth host, was a mother of two, including a daughter, **Neema**.

While on **Earth** to judge a gymnastics competition, **Emony**, the third host, had an affair with a student named **Leonard McCoy**.

When a later host learns

that McCoy became a doctor, she isn't surprised, recalling that he had "the hands of a surgeon."

Return of a past love

Cocky and self-assured as only a pilot can be, **Torias Dax**, the fifth host, fell in love and married another joined Trill, **Nilani Kahn**. Though he thought Nilani often made a fuss about nothing, the one time his wife was right, Torias lost his life; in 2285, he flew a shuttle that wasn't ready for a full impulse test, and died when it crash-landed. The love Torias felt for Nilani, and the sudden end to the relationship, had a profound impact on Dax.

In 2372, Jadzia Dax

PROFILE ON DAX'S LOVES

NAME: Dax

LIFE FORM: Trill symbiont

BRIEFING: Romantic liaisons

PREVIOUS HOSTS: Lela, Tobin, Emony, Audrid, Torias, Joran, Curzon, Jadzia

CURRENT POSTING: Science officer aboard *Deep Space Nine*.

REMARKS: Together with its various hosts the Dax symbiont has had many romantic entanglements throughout the years, some of them good, some of them bad. Many of the relationships have led to marriage and parenthood.



▲ A bright and dynamic woman, Jadzia's unflinching spirit and dedication are just some of the traits that attracted her latest love, Lieutenant Commander Worf. Dax's long-time interest in Klingon culture means that the couple have much in common.

DEVELOPING ATTRACTION



The happy couple

At first glance Jadzia and Worf might not seem to be ideally suited, but they come together because of, not in spite of, their differences. By the 24th century, romance knows no bounds; interspecies marriages are no longer unusual, although this is Dax's first to a non-Trill.

Time together

Taking time off from her duties aboard *DEEP SPACE NINE* to visit the resort world of **Risa**, a carefree Jadzia looks for fun and relaxation. She is determined to enjoy her vacation despite Worf's dislike of the paradise planet's hedonistic culture.

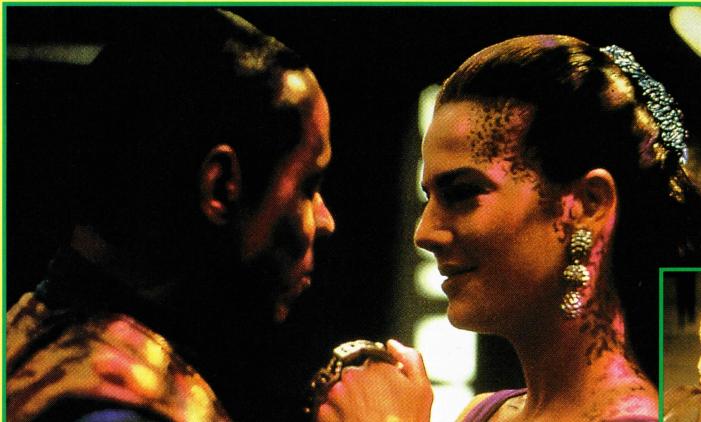


Klingon ceremony

Dressed in the blood-red ceremonial garb of the 'Klingon Hearts' marriage ritual, Worf and Dax stage a symbolic fight with bat'leths to prove their strength and love for one another. Jadzia agrees to a Klingon ceremony because she knows how much it means to Worf.



Dax and Romance



★ More than just friends?

Benjamin Sisko's relationship with **Dax** is a complex one; on the one hand, she holds the memories of his mentor **Curzon**, and on the other she is an attractive young woman.

meets **Lenara Kahn**, the current host of the Kahn symbiont, on **Deep Space Nine**. They try to overcome the awkwardness of the situation, and discover they have more in common than Torias and Nilani ever did. But it is completely against their race's custom to reassociate with Trills from a host's past lives when living in a new host; Jadzia and Lenara contemplate breaking the taboo and Jadzia is convinced their love is worth the sacrifice, but Lenara chooses otherwise and leaves **Deep Space Nine**. Dax knows she'll never see Lenara Kahn again.

Curzon's conquests

The most notorious lover among the Dax hosts was **Curzon**, who had an eye for the ladies; Jadzia later notes that he had a tendency to fall in love every other week. One of his favorite vacation spots was the pleasure planet **Risa**, where he undoubtedly enjoyed the local sexual rites, known as **jamaharon**, with the lovely natives. In fact, Curzon chose to die there in 2367, using the Risan tradition of death by jamaharon with his young Risan lover, **Arandis**. Jadzia can faithfully attest that he died happy.

Curzon Dax was a diplomat, but he didn't always choose his lovers with caution. An example was his affair with **Enina**, the wife of his friend **General Ardelon Tandro**, on **Klaestron IV**. To protect Enina's reputation, and that of her husband, Dax never revealed the affair. In 2369, when Jadzia is made to stand trial for Curzon's alleged murder of General Tandro, she still refuses to admit to the affair. Her protection of Enina after all these years provides a glimpse

of how deeply Curzon loved her. Fortunately for Jadzia, Enina comes forward with the truth.

Curzon Dax was fond of flouting tradition, but one possible lover was too scandalous even for him. A beautiful and brilliant Trill initiate named Jadzia had Curzon as her field docent, or mentor. As he and Jadzia spent more time together, Curzon realized his attraction to her was something deeper. But he didn't let her know the truth; he was, after all, her supervisor. Instead, he recommended she be dropped from the program.

Later, when he realized he had robbed Jadzia of something she had worked for all her life, he felt so guilty he nearly retired from the **Symbiosis Committee**. When Jadzia reapplied and was accepted, Curzon felt let off the hook. Jadzia

"For a Klingon who was raised by humans, wears a Starfleet uniform, and drinks prune juice, you're pretty attached to tradition. But that's okay. I like men who are riddled with contradictions." — Jadzia Dax to Worf



★ Morn appeal

Jadzia admits that she finds **Morn**, the resident barfly at **Quark's place**, "cute."

years before Deral reappears, but Jadzia plans to meet him there again. However, another relationship soon comes along that may derail those plans.

Lt. Commander Worf is assigned to **Deep Space Nine** in 2371 and Jadzia finds the serious Klingon appealing; her interest in Klingon culture makes her attractive to Worf. Their romance blossoms by 2373, and the couple marry in a traditional Klingon ceremony the following year. The partnership is often challenging; the Dax symbiont and Jadzia have found a fulfilling partner in Worf. Sadly, the Jadzia host dies in late 2374, leaving the future of the Dax symbiont's love life in question.

was the next Dax host, but she did not learn of Curzon's love until her **zhian'tara** ceremony.

Jadzia herself has had a number of lovers, perhaps emulating Curzon's passion for life. Among her conquests are the **Gallamite Captain Boday**; Jadzia's tastes always seem to run toward the unusual. She finds **Morn**, the ever-present customer at **Quark's bar**, cute, especially the little wiry hairs on his forehead. Jadzia also has many male friends, such as **Trajok**, a wrestler who specializes in the **Galeo-Manada** style.

Hiss and Trill

In 2371, Jadzia meets **Deral** of the planet **Meridian**. The two fall in love only to be separated when Deral's planet shifts back into another dimension; it will be 60



★ Not to be

Dax's romance with **Deral** is cut short when **Meridian** phases back to its noncorporeal state.

JUST GOOD FRIENDS

Dax and Bashir

In the early months of their association on **Deep Space Nine**, Dax's relationship with Dr. Julian Bashir is colored by his many attempts to woo her. But despite finding the young doctor somewhat cocky to begin with, Jadzia's feelings toward him eventually soften, while Julian's initial hopes of romantic conquest are replaced by a sense of respect and a deeper friendship. Several years on from their first meeting, Dax and Bashir have developed a strong bond both as Starfleet crewmates and as trusted confidants.

Colleagues

Dax's unique nature and outlook on life make her a good listener and a source of wisdom to both sexes. His own attempts to romance her are unsuccessful, but Julian still occasionally asks his 'older' friend for advice with his relationships.





FILE 47 BAJORAN PERSONNEL

Bareil in the Mirror Universe

The Bareil Antos of the mirror universe is a clever conman rather than a religious leader, but he is attracted to Kira Nerys no matter what dimension he is in.

As handsome in the **mirror universe** as the primary one, this counterpart **Bareil Antos** is more complex than he initially appears. He has an ironic sense of humor, and clearly is a man of some intelligence, even though the ways in which he puts this to use are sometimes misguided.

He wears a **Bajoran** earring, but that is where his similarity to the **Vedek Bareil** of the primary universe ends. This Bareil is unshaven, and his hair is unkempt; his clothes are those of a thief, dark and rumpled. He sometimes throws his jacket over his shoulder with an ease never seen in Vedek Bareil.

He shows as much

respect for the Bajoran religion as can be expected from a man who has never believed in anything in order to avoid disappointment, but the kind of life he has led has never been exactly spiritual. He cannot remember ever being in a temple, and seems unsure as to whether his Bajor even has **Prophets**.

Earlier in life, young Antos spent his time on the streets of **Ilvia** as a petty criminal. He once loved a young woman named **Lisea**, a prostitute from the mining camps in the hills of the **Dahkur Province**. He taught her how to be a thief, and they stayed together for five years, until she was killed by a drunken **Cardassian** in a

PROFILE ON BAREIL

NAME: Bareil Antos

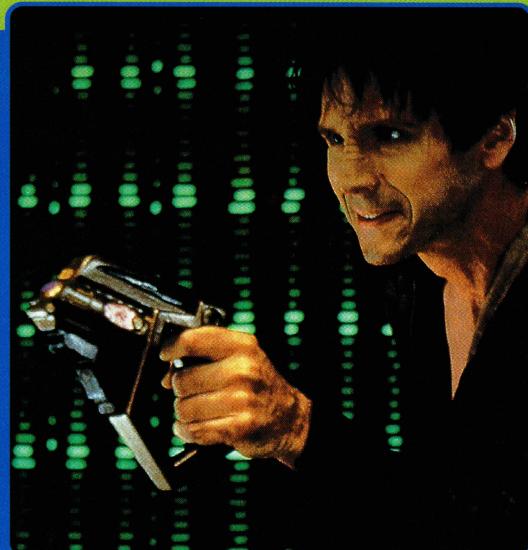
LIFE FORM: Bajoran male

STATUS: Mirror universe counterpart of the primary universe Vedek Bareil; associate of Intendant Kira Nerys.

EARLY LIFE: Bareil grew up on the streets of Ilvia, where he lived by stealing.

REMARKS: Extreme hardships throughout his life have made this Bareil a selfish and sometimes desperate man.

FIRST SEEN: 'Resurrection' [DS9]



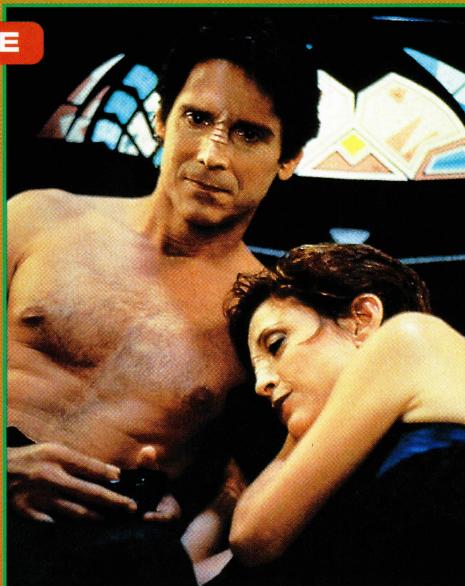
▲ **Bareil Antos** comes into the primary universe as a thief whose motives are entirely selfish, but he leaves **DEEP SPACE NINE** a changed man.

universe, he associates with **Kira Nerys**'s counterpart, the **Intendant**. It is not known how long they have been working together, but they share great ambition, and they hatch a plan to steal the **Bajoran Orb of Prophecy and Change** from the Bajoran temple on the

primary universe's **Deep Space Nine**. The Intendant wants the Orb for the power it will bring her, and Bareil's interest is also one of personal gain. Kira intends to make Bareil out to be the **'Bearer of the Orb'**, a holy man who will unite **Bajor** in a war against the **Alliance**. She tempts

FIGHTING FOR A CAUSE

▼ **Bareil transports onto DEEP SPACE NINE and kidnaps Major Kira at gunpoint. He claims to be a refugee from the mirror universe, and begs Kira not to send him back.**



▲ **Kira** is soon taken in by Bareil's handsome looks and his hard luck stories; she invites him to spend the night in her quarters. As their relationship grows, his attitude to his plan begins to change.



▲ **Kira** takes Bareil to the Bajoran temple on the Promenade. Unlike his primary universe counterpart, this Bareil has never been a religious man, but his Orb experience has a profound effect.



Bareil in the Mirror Universe



▲ **The Intendant is horrified to discover that Bareil finds the Kira Nerys of the primary universe "wonderful".**

him with the idea that he will be treated like a god. She thinks it will be fun, and, at least at first, he seems to agree.

Their strategy is that Bareil will transport over from his dimension, and insinuate his way into **Major Kira's** confidence. He will then investigate the Bajoran temple; his skill as a thief should help him to get past any forcefields. The Intendant is to join him and will impersonate Kira so that they can easily leave the station, taking the Orb with them.

It is hard to say when the plan starts to go wrong. Perhaps it is the first moment that Bareil looks into Major Kira's eyes, and starts to see her as something more than just an easy target.

Bareil beams into ops from his universe, and takes Major Kira

hostage. But Kira, noticing that his disruptor is damaged and confident that **Odo** has the situation in hand, confronts Bareil and easily overcomes his clumsy attempts to knock her out, overpowering him instead. Once he is in the brig, the major interrogates him herself. He manages to convince her that his intention is simply to escape the mirror universe, out of the clutches of the Alliance. His success can be measured by the fact that Kira manages to talk Sisko into letting him stay.

Hard life stories

Bareil manipulates Major Kira with stories of a hard life, lost loves, and vague plans for reform. Lonely, and missing Vedek Bareil, she is ripe for his beguiling charms and, within a few hours, he seduces her; he enjoys the pleasure of her company at dinner in **Worf** and **Dax**'s quarters, and they follow up with a nightcap in private. Soon, their liaison is the talk of *Deep Space Nine*, and their date in the Bajoran temple is public knowledge. Public displays of affection follow.

Bareil begins to stray from his plan. When he decides to have his own Orb experience, before the Intendant arrives, the effect is far different from what he expected.

► **At a dinner with Worf and Dax, Bareil entertains his hosts with a tale of how he once broke out of prison by stealing a Klingon guard's mek'leth. When Worf questions his ability to do this, Bareil responds by deftly stealing Worf's own weapon.**



"It must be nice to have that kind of faith. I've always preferred to believe in nothing... that way I'm never disappointed." — Bareil to Kira



▲ **The morning after the dinner, Bareil is still hungry. He has not eaten so well in years.**

He confides to Kira that he has seen his mirror counterpart, but Kira stops him, telling him that an Orb experience is not to be shared. Exhausted from his experience, he gladly accepts her advice to get some rest. A telling moment before they part is when he tells her that the Orb changes those who gaze into it.

Upon returning to his quarters, Bareil finds the Intendant waiting for him; she is surprised to discover that she has lost some of her grip on her lover. Bareil finds Kira 'wonderful,' and this is almost too much for the Intendant to bear. After his Orb experience, Bareil

Antos has changed, and he is no longer willing to be pushed around by the Intendant.

As they continue with their plan, Bareil becomes less and less sure that he is doing the right thing. He tips off **Quark** by being obvious about his plans to steal the Orb.

Bareil steals two combadges and proceeds to the temple, but Kira, tipped off by Quark, arrives just in time to find the Intendant and Bareil almost ready to take the Orb back to their universe.

Final choices

Ultimately, Bareil gives up his original strategy in favor of the morally correct choice of returning the Orb, and apologizing to Kira Nerys; he has to stun the Intendant in order to carry out his new plan. The Orb of Prophecy showed him the idyllic image of his staying with Kira, and building a family life on a farm somewhere on Bajor, and though he is certain that he would mess it up, he sees that there is more to life than the shallow existence he has known so far. He belongs in his own universe, even if he is a somewhat changed man. He realizes he will have to do some fast talking in order to deal with the Intendant on their return home, but he has talked his way out of trouble before, and the decision he is making is one he is more than prepared to defend.

HARD DECISION

Making the right choice

The Intendant's plan to steal the Bajoran Orb probably would have been a success had Bareil Antos not seen a glimpse of a better life, and of the better man he might have been. His short time with Kira Nerys, and his Orb experience, make him question what he is doing, and when it is time to carry out the final stage of the plan, he shoots the Intendant and transports both of them back to the mirror universe without the Orb. His Kira may kill him, but he is banking on his charms being enough to protect him.

▼ **When the chips are down, Bareil abandons his plan in favor of doing what he knows is right.**



Lieutenant Valeris

Spock sponsors Valeris, a fellow Vulcan, into Starfleet. He has high hopes for the career of his protégée, but Valeris remains a reactionary in her views, especially with regard to the Federation's relationship with the Klingon Empire.

Lieutenant Valeris is the first Vulcan to graduate from Starfleet Academy at the top of her class. Spock is her sponsor at the Academy, and has subsequently followed her career with great interest and satisfaction. In 2293, Valeris volunteers for the helmsman's position on the *U.S.S. Enterprise NCC-1701-A*, under the command of Captain James T. Kirk. Her posting comes just prior to the ship's historic mission to rendezvous with representatives of the Klingon Empire following the destruction of *Praxis*.

At the outset, Valeris's

assignment seems fortuitous, but it is actually part of a greater plan to prolong the animosity between the Federation and the Klingons. Spock announces to the bridge crew that Valeris has exceeded even his expectations, but as her new crewmates will soon discover, she has a complex personality rife with contradictions. She believes, with a coldly logical outlook, that a treaty with the Klingon Empire is the Federation's first step along a path to ruin.

Secret motives

Valeris has been groomed by Spock to take over from him as the

STAR PUPIL

★ Protégée
Spock sponsors Valeris' entry into Starfleet Academy, and monitors her progress during her training and postings. It is his intention to have her eventually replace him as second-in-command aboard the *U.S.S. ENTERPRISE* NCC-1701-A.



PROFILE OF ON VALERIS

NAME: Valeris

LIFE FORM: Vulcan female

STATUS: Helmsman, *U.S.S. Enterprise* NCC-1701-A

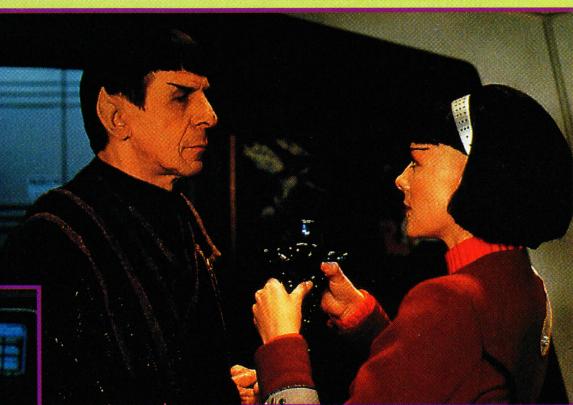
ACADEMIC ACHIEVEMENTS: Sponsored by Spock for entry into Starfleet Academy, first Vulcan to graduate top of her class.

REMARKS: Exhibiting the cool and keen intelligence of a typical Vulcan, Valeris keeps her emotions in check, despite an occasional tendency toward aloofness and arrogance.

FIRST SEEN: *STAR TREK VI: THE UNDISCOVERED COUNTRY*



▲ Valeris' first assignment is as helmsman aboard the *U.S.S. ENTERPRISE* NCC-1701-A; she is a new addition to a bridge crew that has worked together for decades. Spock's confidence that Valeris can come to be part of this group is, however, sadly misplaced.



★ Hearing problems

Valeris meets Spock in his quarters. She later claims that she dropped strong hints that night as to her true intentions.

★ Impossible dream

Valeris may have thought that one day she would occupy the captain's chair, but her traitorous actions have made sure this will never happen.

OTHER CARDS
IN THIS FILE...

4 SPOCK

SEE OTHER
FILES...

THE VULCANS File 8

THE KLINGON EMPIRE File 11

U.S.S. ENTERPRISE

NCC-1701-A File 21

STAR TREK VI: THE UNDISCOVERED

COUNTRY File 77

Lieutenant Valeris



★ A kindred intellect

Valeris approaches Spock to speak her mind about the coming mission to make peace with the Klingon Empire. She is convinced that it is not a good idea.

honor to serve with him on the *Enterprise*, she questions the mission's objectives. While Kirk himself has his doubts, he has no inkling as to the depth of Valeris's objections. She outwardly maintains a clear, scientific detachment to the events around her, but she hides an intelligent, cunning mind and an agenda that is quite capable of embracing radical and violent solutions. She has no sense of remorse or guilt. She does not see herself as treasonous, however; from her point of view, it is she and her co-conspirators who are working for the greater good of the Federation, and those who oppose her are the traitors.

Valeris attempts to make overtures to Spock, too, with regard to her political stance, speaking of "endings," and the critical "turning point" that the Klingon rendezvous marks. Spock



★ Lies discovered

Spock and Kirk discover Valeris is the murderer. Spock tells her that she must shoot him.

reminds her that history is filled with turning points and that one must have faith that the universe will unfold as it should. Valeris, her motivations based on hard, emotionless logic, questions this idea of faith, but Spock counters her argument by stating that logic is the beginning of wisdom, not the end. Spock's comment makes no impact on Valeris's views and she passes through her own "turning point" as she puts in motion the first phase of a deadly conspiracy; the assassination of **Chancellor Gorkon**.

Questionable ideals

While the Klingons enjoy a state dinner aboard the *Enterprise*, Valeris, with callous precision, coordinates the attack on the Klingon starship **Kronos One**. She plants false computer logs of **photon torpedo** launches, and uses sympathetic *Enterprise* crewmen, **Yeomen Burke** and **Samno**, to carry out Gorkon's murder. When the incident fails to lead to open armed conflict, she continues to carry out the conspiracy's plans; she pushes for

the rescue of Kirk and **Dr. McCoy** after their arrest and imprisonment by the Klingons, inciting the *Enterprise* officers to commit sabotage. But when Spock places her in charge of searching the ship for evidence, her reckless arrogance resurfaces when she discharges a **phaser** in the galley. Her superior attitude proves to be her undoing; in an effort to clear away all evidence that might implicate her, Valeris places the gravity boots used by Burke and Samno in the locker of an innocent crewman, and hides their blood-stained outfits in an air vent. Her final act of calculating duplicity is the coldblooded murder of the two hit men; she uses a phaser on them at pointblank range.

Exposed at last

Valeris is finally revealed to be part of the conspiracy to derail the peace process when Kirk and Spock lay a trap for her in sickbay. Valeris's betrayal of the ideals central to Vulcan non-aggression and Federation coexistence so angers Spock that he slaps a drawn phaser from her hand. Once

exposed, Valeris announces her belief that every member of the *Enterprise* crew has betrayed the Federation; she shows no remorse or doubt, believing that murder and deceit are justified when dealing with a race as barbaric as the Klingons. She admits that the incriminating personal log entry, used against Kirk at his trial on the Klingon homeworld, was supplied to the Klingons by her. Valeris fervently believes that Klingons cannot be trusted, and reveals that there are both Klingons and Federation personnel working to prevent the peace process.

Valeris is adamant that her comrades will do whatever it takes to succeed, and refuses to answer Kirk's questions regarding their identity. But Spock forcefully engages her in a painful **Vulcan mind-meld** that uncovers the names of Starfleet's **Admiral Cartwright**, the Klingon **General Chang**, and the **Romulan Ambassador**; Valeris is arrested, with her cohorts, at **Camp Khitomer**. Even at the end, she remains stoic and calm, convinced that her deeds were justified.

"Did you not wish Gorkon dead? 'Let them die,' you said. Did I misinterpret you? They conspired with us to assassinate their own Chancellor. How trustworthy can they be?"

— Valeris to Captain Kirk

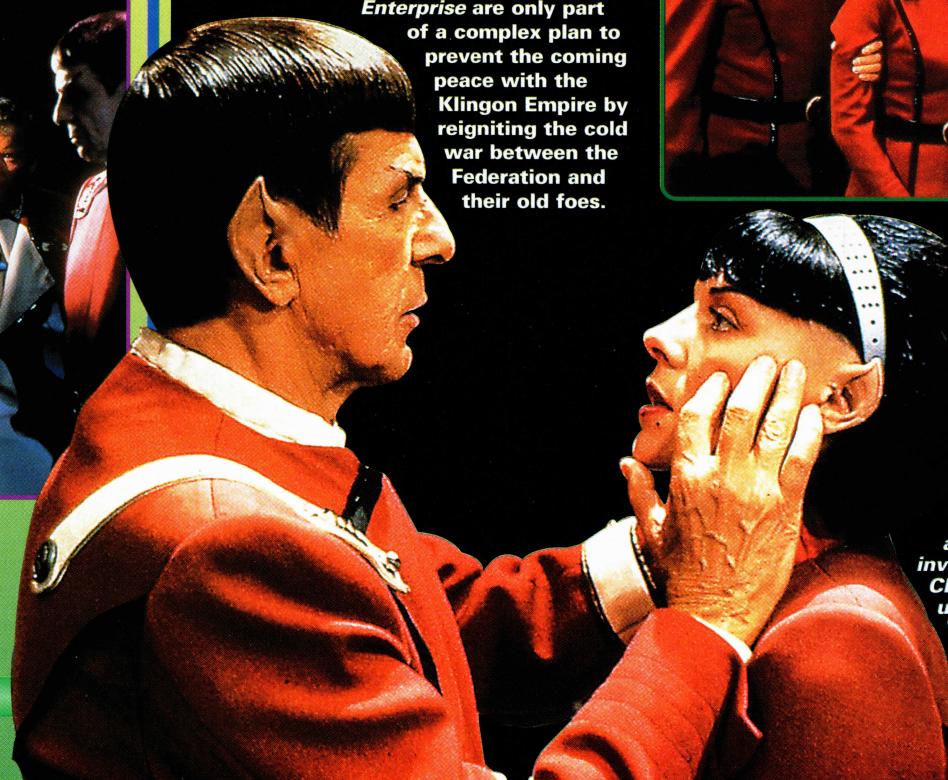
VALERIS'S DUPLEXITY

A conspiracy against peace

Lt. Valeris's actions aboard the U.S.S. Enterprise are only part of a complex plan to prevent the coming peace with the Klingon Empire by reigniting the cold war between the Federation and their old foes.



▲ **Incident at Khitomer**
After the plot to kill Azetbur at the Khitomer conference is uncovered, Valeris is arrested, along with her co-conspirators.



► **Interrogation**
When Valeris refuses to disclose the names and plans of those involved in the murder of Chancellor Gorkon, Spock uses a more traditional Vulcan method and forces a mind-meld to extract the information.

FILE 60 WEAPONS

Varon-T Disruptor

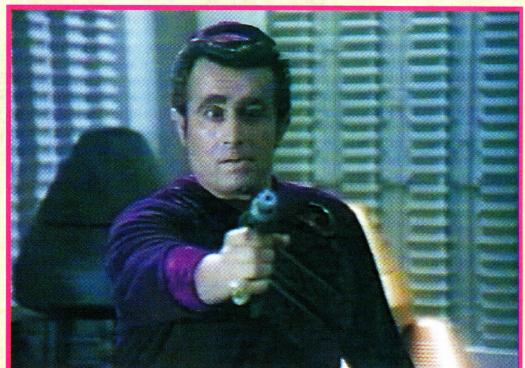
The Varon-T uses modified versions of known disruptor technologies, but only five were ever manufactured. It was quickly banned throughout the Federation due to its extremely inhumane way of killing.

The Varon-T disruptor is a small, handheld and incredibly lethal weapon designed not only to kill its target, but also to inflict the highest amount of pain in the process. Like the disruptor weapons used by other races, such as the **Klingons, Romulans, and Breen**, the Varon-T disruptor strikes its targets with a force comparable to a **Federation phaser** setting of 10. But where Klingon disruptors terminate their targets in under two seconds, the Varon-T pistol's molecular disruption effect lasts approximately seven painful seconds

before the energy pulse fully consumes the body of its target, leaving no obvious remains of the victim. The device has no stun setting, and is only accurate over distances of less than 20 meters.

A most lethal weapon

The manufacture of this class of weapon was quickly prohibited throughout the **United Federation of Planets**, but the five originals found their way onto the black market. Four of these pistols, including the prototype, were collected by the **Zibalian trader Kivas Fajo**.



▲ The amoral Zibalian trader Kivas Fajo has been able to acquire four of the five Varon-T disruptors known to exist. He sleeps with one beneath his pillow and keeps the prototype hidden in a safe in the room that displays his collection of unique items.

Before Fajo can be apprehended by **Starfleet** for his illegal dealings, he uses the disruptor on **Varria**, his loyal assistant. She is agonizingly destroyed by the blast during an attempt to help the android **Data**, another of Fajo's illegal acquisitions, escape his ship, the **Jovis**.

After Fajo's arrest, his Varon-T disruptors are confiscated by Federation authorities.

DISRUPTOR PISTOL

SIDE VIEW

Working on similar principles to Klingon, Romulan, and Breen disruptors, the Varon-T utilizes phase disruption technology.

The disruptor's energy beam is focused and collimated via an energy compression chamber located just behind the muzzle.

The Varon-T disruptor is fired by depressing a trigger plate on the upper activation panel.



▲ The Varon-T is a highly powerful directed-energy weapon, but its effective range is less than 20 meters.

Small but deadly

The Varon-T disruptor is compact in design, but packs a lethal punch capable of burning through contemporary body armors and most inert materials. The small size and vicious nature of the pistol indicates it may have been designed as an assassination weapon.

The smooth buttstock enables a quick draw from any holster or belt clip.

Varon-T Disruptor

 Fajo finally gets to use the Varon-T disruptor on a living being. He kills his assistant, Varria, as she attempts to help Data escape from the JOVIS.



 The Varon-T initiates a cascade molecular disruption effect lasting an agonizing seven seconds from impact to total annihilation. No remains are left of the unfortunate victim.

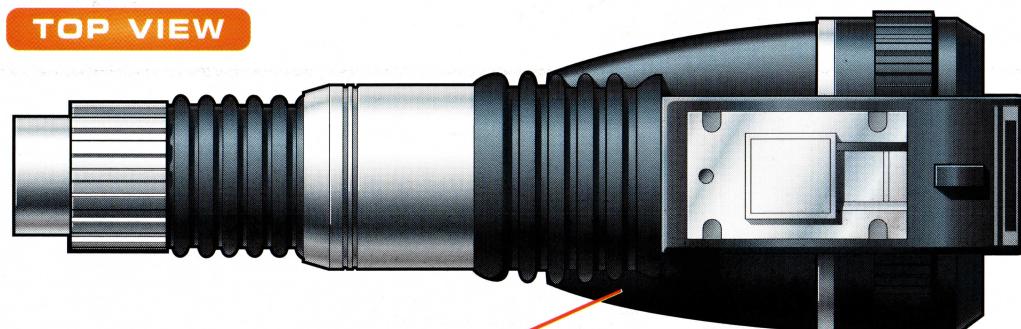
 **Limited numbers**

Thankfully, the Federation has banned the use of, and the technology behind the Varon-T disruptor. With only five ever produced, including the prototype, there were never enough made to pose any kind of Galactic threat. Eighty percent of the weapons ended up in the hands of one man – Kivas Fajo.

SIDE VIEW



TOP VIEW



FRONT VIEW

Power for the pistol comes from energy cells mounted in this pre-fire chamber.

The dark-colored sections of the Varon-T disruptor are made from a molded resin, designed to contain heat loss.



REAR VIEW



The pistols bear none of the serial numbers found on standard Federation weapons.

The numerous rings along the barrel's length are made up from heat sinks and energy lensing arrays. The silver-colored sections are of a dense metal, possibly an alloy.



'Coming of Age'

Captain Picard and the crew of the *U.S.S. Enterprise NCC-1701-D* are investigated by a troubled Admiral Gregory Quinn. Meanwhile, Wesley Crusher is on Relva VII, taking his Starfleet Academy entrance exams.

The senior crew of the *U.S.S. Enterprise NCC-1701-D* gather to wish Wesley Crusher good luck with his Starfleet Academy exams. As Wesley beams down to Relva VII, Admiral Quinn makes the opposite journey, accompanied by Lt. Cmdr. Remmick of the Inspector General's office. Captain Picard warmly greets his old friend, but finds him in no mood for small talk. Remmick is conducting an investigation. At Relva, test supervisor Lt. Chang introduces Wesley to the other finalists; only one of the four will win a place at the Academy. Chang warns them to "expect the unexpected" over the next few days.

Under suspicion

Remmick begins to question the senior crew, and it soon becomes clear it is Picard who is the focus of the investigation. Even when the captain uses all his experience to rescue young Jake Kurland from a shuttlecraft crash, Remmick continues to hint that Picard has falsified captain's logs and has broken the **Prime Directive**. Picard confronts Quinn and insists he be told what this is all about. Once Remmick has confirmed he has found no evidence of wrongdoing, the admiral finally explains all.

Over the last few months, Quinn and others in **Starfleet Command** have come to believe there is a conspiracy designed to "destroy the fabric of everything we've built up over the last 200 years." Now sure that Picard can be trusted, Quinn offers him the chance to become Commandant of Starfleet Academy, so they can stay in close contact. Picard is flattered by the offer, but quickly concludes he can best serve his friend by remaining in command of the *Enterprise*.

Wesley does well in his exams, even the dreaded psychological evaluation, based on reactions to various individual problems. However, he is just beaten by **Mordock**, who becomes the first **Benzite** to join Starfleet. Back on the *Enterprise*, Wesley vows to try again next year, and is reassured to learn that even Picard only reached the Academy on his second attempt.

STARSHIP FACTS

Wesley passes an initiative test when he reacts angrily to a Zaldan officer. Wesley knows that the Zaldans are infuriated by courtesy.

CAPTAIN'S LOG

STARDATE 41416.2

"We're orbiting Relva VII, where Wesley Crusher is about to be tested for entrance to Starfleet Academy. And, to my great surprise, I have just learned my old friend Admiral Gregory Quinn is on Relva VII, and has requested to be beamed aboard the *ENTERPRISE* immediately."

ON SCREEN...



1 The senior crew gather in a transporter room to wish Wesley the best of luck with his Starfleet exams. He then beams down to Relva VII.



2 Captain Picard's old friend, Admiral Gregory Quinn, beams aboard the ship. He is here to conduct an investigation, but gives little clue as to what is being investigated.



3 Wesley meets his fellow Academy contenders: Oliana Mirren, T'Shanik of the Vulcan Regar, and Mordock, the young Benzite who developed the Mordock Strategy.



4 Jake Kurland is so upset that he was not accepted to sit the exams that he steals a shuttle. When he gets into difficulties, Picard is able to tell him what to do to save himself.



5 Sick of the intrigue and rumor that Remmick's investigation has caused, Picard confronts Quinn and demands to be told the truth.



6 Back on the *U.S.S. ENTERPRISE*, Wesley is comforted by the knowledge that Captain Picard also failed to gain acceptance to the Academy on his first attempt.

'Heart of Glory'

The *U.S.S. Enterprise NCC-1701-D* rescues three renegade Klingons from a damaged Talarian ship. When they ask Worf to join them in founding a planet where the Klingons can be strong once more, his loyalty to Starfleet is tested for the first time.

In the Neutral Zone, the *U.S.S. Enterprise NCC-1701-D* locates the *Batris*, a drifting Talarian freighter. Three **Klingons** are rescued from the ship just before it explodes; one of them is badly injured, and is rushed to sickbay. **Captain Picard** interrogates **Captain Korris** and **Lt. Konmel**. Korris explains that the Talarians were taking them to **Outpost M25** when a **Ferengi** cruiser launched an unprovoked assault on the *Batris*. The Talarian crew were killed in the attack.

Dr. Crusher cannot save the injured Klingon. **Worf** joins Korris and Konmel in performing the **Klingon death ritual**; they look into the dead man's eyes, then howl. After the ceremony, Korris admits to Worf that he did not tell Picard the whole truth; the Klingons commandeered the *Batris*. He and Konmel believe the Klingon/**Federation** alliance threatens to snuff out their people's warrior spirits and they had hoped to use the *Batris* to find a planet where they could be strong Klingons once more. Korris tries to persuade Worf to join them in their quest.

The truth at last

A Klingon ship approaches the *Enterprise*. Picard learns from its commander, **K'Nera**, that Korris is considered a renegade and a criminal. He and Konmel must be beamed over as soon as the ship is in sensor range.

Tasha Yar places the Klingons in a holding cell, but Korris cobbles together a makeshift weapon, and uses it to break out. Konmel is killed in a battle with security, but Korris manages to make it to Engineering. He threatens to destroy the *Enterprise's* **dilithium crystal chamber** unless he is given control of the ship's battle section.

Worf tries to dissuade Korris from his planned course of action, but the Klingon captain believes destiny is guiding him. Worf angrily tells Korris that he looks for battles where none exist, and that he knows nothing about duty, honor, or loyalty. Before Korris can attack, Worf hits him with a **phaser** blast that sends him falling to his death. Once more, Worf performs the Klingon death ritual.

STARSHIP FACTS

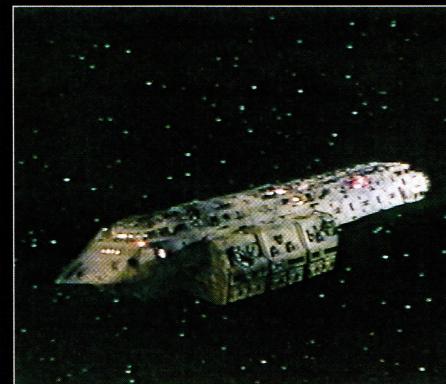
 Geordi uses his VISOR's visual acuity sensor to transmit pictures of the *Batris's* interior onto the *U.S.S. Enterprise's* viewscreen.

CAPTAIN'S LOG

STARDATE 41503.7

"We have entered the Neutral Zone, where a Talarian freighter has been severely damaged in a battle. I have sent an away team to investigate."

ON SCREEN...



1 The *U.S.S. ENTERPRISE* finds the *BATRIS*, a damaged Talarian freighter, floating inside the Neutral Zone. Captain Picard decides to offer assistance to the stricken vessel.



2 An away team beam across to the ship and find three Klingons aboard, one of whom is badly injured. The Klingons are beamed to safety in the nick of time; the ship explodes.



3 Worf, Korris, and Konmel perform the Klingon death ritual. Their howls warn the spirits in Sto-Vo-Kor that another warrior is about to join them.



4 After the death ritual, Korris admits the truth to Worf; he and his companions are opposed to peace with the Federation. They stole the *BATRIS* and were planning to found a new world of Klingon warriors.



5 Picard hails the approaching Klingon vessel and learns from its commander that Captain Korris's story of a Ferengi attack is far from the truth.



6 Korris is placed in the brig, but escapes. Worf shoots him, accusing him of having no understanding of loyalty nor honor.

FILE 70 STAR TREK: DEEP SPACE NINE



'The Forsaken'

When a computer life form wrecks havoc on *Deep Space Nine*, Constable Odo and Lwaxana Troi are trapped in a turbolift. Odo soon finds out that the system malfunctions that are affecting the station are the least of his worries.

Commander Sisko gives Dr. Bashir the unenviable task of looking after a group of visiting dignitaries, including **Lwaxana Troi**. Shortly after arriving, Lwaxana's hair brooch is stolen, but **Odo** recovers it. Impressed, Lwaxana takes a keen interest in the constable.

Soon after, a probe with an extensive computer array comes through the **Bajoran** wormhole; **Chief O'Brien** downloads all of its data into *Deep Space Nine*'s computers.

Lwaxana joins Odo as he takes a **turbolift** to Upper Pylon 3. The lift suddenly fails, and **transporters** have also gone down. Odo cannot shapeshift through the lift; it appears he is stuck.

Systems off-line

As O'Brien works to bring the lifts and transporters back on-line, he discovers that some kind of life form from the probe has upgraded the performance of the station's computer. But whenever he leaves his work station an 'accident,' such as a turbolift failure, brings him straight back. It is as if the life form doesn't want to be left alone, like an abandoned child or a puppy.

As the hours in the lift tick by, Odo begins to return to his gelatinous state. Lwaxana reassures him about his appearance by taking off her blonde wig, revealing her true self. Touched by her honesty, Odo relaxes in her arms as his body begins to lose its form.

O'Brien's attempts to rid the computers of the 'puppy' result in a plasma explosion, which traps Bashir and the ambassadors. Julian's cool and decisive thinking ensures none of his party are injured, and earns him plaudits from the hard-to-please officials.

O'Brien decides to build a 'doghouse' for the 'puppy' – a subprogram, away from the main computer, where it will be free to roam and feed off the system's energy. The chief believes his new pet is now happy, and will do no harm. He also finally restores power to the turbolifts. Odo, back to humanoid form, thanks Lwaxana for her sensitivity and discretion. The ambassador departs, promising that next time they meet, she will give him a lot more to appreciate.

STATION LOG
STARDATE 46925.1

"We have been honored with a visit by a delegation of Federation ambassadors on a fact-finding mission to the wormhole. Fortunately, I have just the officer to take them off my hands."

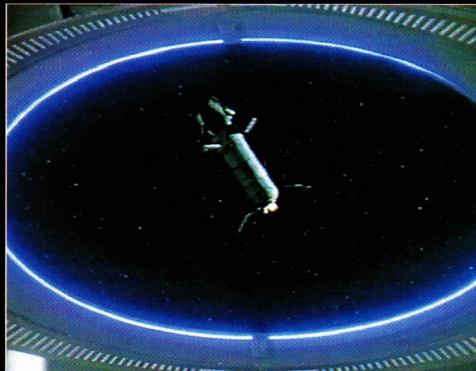
ON SCREEN...



1 *Sisko and Bashir welcome VIP visitors aboard DEEP SPACE NINE: ambassadors Lojal from Vulcan, Taxco of Arbazan, the Bolian Vadosia, and Lwaxana Troi of Betazed.*



2 *Odo retrieves Lwaxana's stolen latinum hair brooch from a Dopterian thief operating in Quark's bar. She is extremely impressed with his quick work.*



3 *A mysterious probe comes through the Bajoran wormhole and is towed toward the station. O'Brien downloads its data into the station's computers.*



4 *Odo and Lwaxana are trapped in a turbolift. After a few hours, Odo begins to revert to his natural form; Lwaxana is very understanding about his predicament.*



5 *Dr. Bashir reacts admirably to a plasma explosion that puts him and the visiting ambassadors in danger. Thanks to his quick thinking, no one is hurt.*



6 *Lwaxana lets Odo know that she has been very impressed by his performance since she arrived on the station. She looks forward to seeing him again.*

STARSHIP FACTS

Curzon Dax took perverse pleasure in assigning Sisko to look after VIP guests. This continued until Sisko hit one of them.



'Dramatis Personae'

The telepathic matrixes of a long dead race, brought aboard *Deep Space Nine* by an infected Klingon, cause the crew to re-enact an ancient power struggle. Odo, unaffected due to his alien physiology, must return his friends to normal before they kill one another.

Major Kira and Commander Sisko disagree about a *Valerian cruiser* that wants to dock at *Deep Space Nine*. Sisko refuses to search the ship without any concrete evidence it is doing anything wrong.

A Klingon vessel, returning to *Deep Space Nine*, suddenly explodes. A lone Klingon manages to beam over to ops, but dies after uttering the single word, "Victory." Sisko orders a *Runabout* to find the ship's flight recorder.

Dr. Bashir tells Odo he believes the "uneasy alliance" between Sisko and Kira may soon crumble. **Chief O'Brien** is also in a conspiratorial mood in the *Runabout*, and makes it plain to **Dax** that he is on Sisko's side. Once the mission recorder is recovered, they return to *Deep Space Nine*.

Strange behavior

The senior staff act more and more out of character and, over the next few days, the cold war between Sisko and Kira escalates. Kira blocks all communication with the **Federation**; O'Brien responds by jamming subspace frequencies to **Bajor**.

It is learned the Klingons found several energy spheres that possessed some kind of telepathic archive, describing an ancient power struggle that destroyed a race called the **Saltah'na**. If the spheres' archives were contained in a self-sustaining energy matrix, they may have invaded the Klingons and caused them to re-enact this fight for power; it appears the *I.K.S. Toh'Kaht* was destroyed by conflict between onboard factions. It is now apparent that the dying Klingon brought the matrix onto *Deep Space Nine* and everyone in ops was affected apart from Odo. The station crew are now replaying this irrational power struggle. Odo persuades Bashir to develop a resonance field which could drive the telepathic matrix out of their affected colleagues.

Odo lures Sisko, Kira, and their respective allies to Cargo Bay 4. Once the resonance field is activated, the matrix flows out of the senior crew and is sucked out into space when Odo opens the bay doors; with nothing to contain it, the energy dissipates.

'DRAMATIS PERSONAE'

"The Klingons said they'd be coming back through the wormhole with something that would make the enemies of the Klingon Empire tremble."

— Quark to Odo

ON SCREEN...



1 A Valerian cruiser, the *SHERVAL DAS*, wants to dock at DEEP SPACE NINE. Kira does not want to grant permission; the Valerians ran weapons for the Cardassians.



2 A Klingon warrior beams aboard DEEP SPACE NINE from the *TOH'KAHT*. But he has been badly injured by a fire, and can only say one word, "Victory."



3 The crew act oddly. Sisko is bored and disinterested, O'Brien paranoid, Dax obsessed with the past, Kira deceitful, and Bashir self-servingly 'neutral.'



4 Realizing that the crew have been taken over by a telepathic energy matrix, Odo lures all the affected staff members to Cargo Bay 4.



5 A resonance field, developed by Dr. Bashir and installed in the cargo bay, drives the energy life forms out of the officers they are possessing.



6 Telling the crew members to hold on tightly to something, Odo opens the bay doors, sucking the energy matrix out into space, where it dissipates.

STARSHIP FACTS



While he is possessed, Commander Sisko's strange behavior includes building a Saltah'na clock.



G continued

global power grid

This network supplied power to the planet Earth during the 24th century. (Starship Log: 'Paradise Lost' [DS9]) **SEE FILES 7, 70**

Global Tongo Championships

Prestigious tournament for the **Ferengi** card game of **Tongo**.

Grand Nagus Zek won his 27th straight title in the **Golden Masters Division**, with some help from **Quark**'s mother **Ishka**, in 2373. Zek was so attracted by Ishka's intelligence that the two embarked on a romance soon after. (Starship Log: 'Ferengi Love Songs' [DS9]) **SEE FILES 14, 51, 70**

global warming

Situation in which the mean temperature of a planet gradually rises, eventually leading to an ecological crisis. Earth was threatened by global warming in the late 20th century. (Starship Log: 'The Host' [TNG]) **SEE FILES 7, 69**

Gloria

Guinan played this character when she participated in one of the **Dixon Hill holodeck** novels. Gloria is Hill's cousin from Cleveland. (Starship Log: 'Clues' [TNG]) **SEE FILES 25, 53, 69**

glucajen

Hematological medication, used to treat hypoglycemia. **Dr. Bashir** administered a dose to **Lee**, one of his fellow hostages, during the 2024 **Bell Riots**. (Starship Log: 'Past Tense, Part II' [DS9]) **SEE FILE 70**

glucose bait

A monosaccharide, presumably derived from plant tissue, that a virus-infected **Kathryn Janeway** used to trap edible insects when she and **Chakotay** were quarantined on a planet in 2372. (Starship Log: 'Resolutions' [VOY]) **SEE FILES 43, 71**

Glyrhond

This **Bajoran** river marks the traditional boundary between the villages of the **Paqu** and **Navot**. During the occupation, the **Cardassians** changed its course, leading to a territorial dispute. (Starship Log: 'The Storyteller' [DS9]) **SEE FILES 10, 70**

Gnome Press

Publishers of science fiction novels in **Benjamin Sisko**'s dream of 1950's America. (Starship Log: 'Far Beyond the Stars' [DS9]) **SEE FILE 70**

Go Eveh lu cha wabeh

Essential portion of **Klingon** marriage vows, recited by both bride and groom. **Grilka** enticed **Quark** to repeat the words during their wedding by applying her knife to his throat. (Starship Log: 'The House of Quark' [DS9]) **SEE FILES 11, 48, 50, 70**

Goddard, Shuttlecraft

This shuttlecraft was attached to the **U.S.S. Enterprise NCC-1701-D**, but was put on permanent loan to **Captain Montgomery Scott** following his emergence from a **transporter pattern buffer** in 2369. (Starship Log: 'Relics' [TNG]) **SEE FILES 25, 43, 69**



Tom Paris named **Neelix** as **godfather to the reptilian infant they discovered in a dark cave while exploring 'Planet Hell.'** The infant, which hatched from an egg, mistook Tom for its mother.

Goddard, U.S.S.

Korolev-class starship, registry number **NCC-59621**. The **Goddard**'s rendezvous with the **U.S.S. Enterprise NCC-1701-D** was postponed after the signing of a truce between the **Acamarians** and the **Gatherers**. Later, the ship was part of the fleet under **Captain Picard**'s command during the **Klingon Civil War**. (Starship Log: 'The Vengeance Factor' [TNG]) **SEE FILES 19, 31, 69**

Goddess of Empathy

Reginald Barclay gave this name to a **holodeck** representation of **Counselor Deanna Troi**. (Starship Log: 'Hollow Pursuits' [TNG]) **SEE FILES 43, 69**

Deanna Troi was deeply embarrassed by **Reg Barclay's** representation of her on the holodeck.



godfather

Person responsible for rearing a child should he or she be orphaned, and for guiding the youngster's moral development. **Tom Paris** sarcastically designated **Neelix** as godfather to the repto-humanoid hatchling they found on 'Planet Hell' in 2372. (Starship Log: 'Parturition' [VOY]) **SEE FILES 4, 71**

gods, Greek

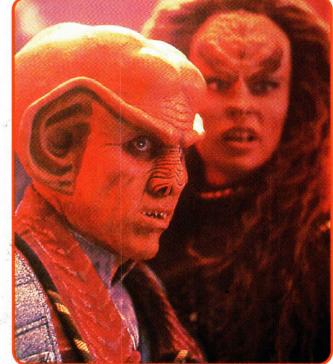
SEE **Greek gods**

Gol, Stone of

This ancient **Vulcan** artifact allows its user to kill by focusing and amplifying telepathic energy. However, the intended victim can make himself immune to the weapon's effects by thinking peaceful thoughts. It was believed destroyed until it resurfaced in the hands of Vulcan isolationists in 2370. (Starship Log: 'Gambit,' Part II [TNG]) **SEE FILES 6, 8, 45, 69**



global power grid
Global Tongo Championships
global warming
Gloria
glucajen
glucose bait
Glyrhond
Gnome Press
Go Eveh lu cha wabeh
Goddard, Shuttlecraft
Goddard, U.S.S.
Goddess of Empathy
godfather
gods, Greek
Gol, Stone of
Golanga
gold
gold dust
gold-pressed latinum
Golden Masters Division
golf
Golian Spa
Goliath Gulp
golside ore
Golwat, Ensign
Gomez, Ensign Sonya
Gomtuu
Gonal IV
gondola
'Good Morning Voyager'
goose
Gorad
Goran'Agar



Grilka made **Quark** agree to marry her, and forced him to recite "Go Eveh lu cha wabeh" at knifepoint.



Guinan once took the part of **Dixon Hill's** cousin **Gloria** in a holonovel.



Golanga

This famous soccer player of the mid-24th century was never the same following an injury, despite his knee being replaced with a bioimplant. (*Starship Log: 'Paradise'* [DS9]) **SEE FILE 70**

gold

This yellow, corrosion-resistant precious metal once served as Earth's global monetary standard, and was used in jewelry, decoration, and electrical components. **Quark** offered to provide **General Denning** with **Ferengi** technology for a couple million bars of gold. (*Starship Log: 'Little Green Men'* [DS9]) **SEE FILE 70**

gold dust

Powdered form or residue of the element gold. **Quark** and **Morn** considered a venture to sell some to the primitive cultures where it is considered valuable. (*Starship Log: 'Who Mourns for Morn?'* [DS9]) **SEE FILE 70**

gold-pressed latinum

This particular form of tradable latinum, used as currency by the **Ferengi** and other races, comes in many denominations, including the **slip**, **strip**, and **bar**. Latinum is a metallic liquid; while worthless itself, the gold surround enables it to be carried and exchanged easily. **Morn** once won a thousand bricks in the **Lissepian** lottery. (*Starship Log: 'Past Prologue'* [DS9])

SEE FILES 14, 70



Golden Masters Division

A grouping of contestants in the **Global Tongo Championships**. **Zek** has won the Golden Masters title 27 times straight. (*Starship Log: 'Ferengi Love Songs'* [DS9]) **SEE FILES 14, 51, 70**

 **Grand Nagus Zek played in the Golden Masters Division of the Global Tongo Championships.**

golf

Outdoor game from Earth's culture, in which clubs are used to propel a ball into a series of holes. **Harry Kim** and **Tom Paris** occasionally play in **U.S.S. Voyager's** **holodeck**. (*Starship Log: 'Vis a Vis'* [VOY]) **SEE FILES 7, 71**

Golian Spa

This resort, at which **Kira Nerys** enjoyed spending weekends, specialized in relaxation and therapeutics, including baths, massages, and mineral treatments. (*Starship Log: 'Children of Time'* [DS9]) **SEE FILES 10, 47, 70**

Goliath Gulp

An exceedingly large beverage container, usually filled with soda pop. **Rain Robinson** was baffled when **Tuvok** acquired Goliath Gulp, burritos, and hot dogs for breakfast. (*Starship Log: 'Future's End, Part II'* [VOY]) **SEE FILE 71**

golside ore

A mineral used by the **Cardassians**. In 2370, the freighter **Bok'Nor** was supposed to be carrying 14 metric tons of golside ore, but was in fact transporting weapons to Cardassian colonies. (*Starship Log: 'The Maquis', Part I* [DS9]) **SEE FILE 70**

Golwat, Ensign

This female **Bolian** aboard the **U.S.S. Voyager** is one of the few crew members who apparently appreciated **Neelix**'s beverage experiments. **Tuvok** surmised it was because Bolian tongues have a protective cartilaginous lining. (*Starship Log: 'Flashback'* [VOY]) **SEE FILES 7, 18, 29, 71**

Gomez, Ensign Sonya

This attractive young engineering officer, stationed aboard the **U.S.S. Enterprise NCC-1701-D**, specialized in antimatter operations. She helped free **Geordi La Forge** from the **Pakleds** in 2365. (*Starship Log: 'Q Who?'* [TNG]) **SEE FILES 25, 69**



Gomtuu

This spacefaring creature was a living spaceship, and was named 'Tin Man' by **Starfleet**. It intended to commit suicide at **Beta Stromgren** until meeting first contact specialist **Tam Elbrun**. (*Starship Log: 'Tin Man'* [TNG]) **SEE FILES 40, 58, 69**

 **GOMTUU** shared a symbiotic relationship with its crew. Their deaths, caused by radiation that penetrated its skin after an explosion, left it desperately lonely.

Gonal IV

This planet was the homeworld of the insects that were the subject of **Jay Gordon's** prizewinning science fair project. (*Starship Log: 'Disaster'* [TNG]) **SEE FILES 3, 25, 69**

gondola

Lightweight nautical barge, propelled with a single oar from the stern, commonly used on the canals of Venice, Italy. **Harry Kim** fell out of a **holodeck** gondola while on a date with **Jenny Delaney**, one of the Delaney sisters. (*Starship Log: 'Prime Factors'* [VOY]) **SEE FILE 71**

'Good Morning Voyager'

This closed-circuit program featured general interest stories, and was hosted by **Neelix**. It was designed to provide an uplifting, optimistic view of life aboard the **U.S.S. Voyager**, and was broadcast to the crew over the intraship communication channels once a day. (*Starship Log: 'Investigations'* [VOY]) **SEE FILES 29, 43, 71**



 **Neelix** hoped that his morning broadcasts would entertain his fellow crewmates.

goose

Water fowl native to Earth. Informally, the word can also mean a silly or childish person, as when **Henry Burleigh** told his sister **Beatrice** "Don't be a goose." Goose grease, the melted fat of the goose, was used as a lubricant in ancient Earth; Leonardo da Vinci used copious amounts in his various mechanical inventions, including 'The Arm of Hephaestos.' (*Starship Log: 'Persistence of Vision'* [VOY]) **SEE FILES 56, 71**

Gorad

Quark's uncle, to whom he owed money. (*Starship Log: 'Body Parts'* [DS9]) **SEE FILES 51, 70**

Goran'Agar

The only **Jem'Hadar** known to be able to survive without the drug **ketracel white**. In 2372, he compelled **Dr. Bashir** to study him in order to seek a cure for the addiction. (*Starship Log: 'Hippocratic Oath'* [DS9]) **SEE FILES 16, 58, 70**

 **Goran'Agar** thought his freedom from dependence was due to his environment, but it appeared to be a unique mutation.